## WIDTH

#### **PURPOSE**

Specifies the width of the following diagrammatic graphics components:

- 1. letters, numerals, and mathematics symbols from the TEXT command;
- 2. arrow head width from the ARROW command.

### **DESCRIPTION**

The width of the character is from the visible left of the character to the visible right of the character. The horizontal spacing between characters is not counted (that is controlled by the HORIZONTAL SPACING command). The width is in decimal units of 0 to 100. A width of 0 would be negligibly small while a width of 100 would be full screen horizontal distance.

#### **SYNTAX**

WIDTH <value>

where <value> is a number or parameter in the decimal range 0 to 100 that specifies the width.

#### **EXAMPLES**

WIDTH 2 WIDTH 2.15 WIDTH W

#### NOTE 1

The WIDTH command with no arguments reverts the width to the default.

#### NOTE 2

This command is only used for software characters (see the documentation for the FONT command). It is ignored for hardware characters.

#### **DEFAULT**

The width is 1.0 (1/2 the default height of 2.0).

### **SYNONYMS**

None

#### **RELATED COMMANDS**

TEXT Writes a text string. TITLE SIZE = Sets the height of the plot title. LABEL SIZE Sets the height of the plot labels. LEGEND SIZE = Sets the height of the plot legends. TIC LABEL SIZE Sets the height of the plot tic mark labels. = Sets the height and width of the plot legends. LEGEND HW TIC LABEL HW Sets the height and width of the plot tic mark labels.

HEIGHT = Sets the height for TEXT characters.

HW = Sets the height and width for TEXT characters.

VERTICAL SPACING = Sets the vertical spacing between text lines.

HORIZONTAL SPACING = Sets the horizontal spacing between text characters.

FONT = Sets the font for TEXT characters.

CASE = Sets the case for TEXT characters.

THICKNESS = Sets the thickness of TEXT characters.

COLOR = Sets the color for TEXT characters.

JUSTIFICATION = Sets the justification for TEXT characters.

() = Allows math and Greek characters in text.

MOVE = Moves to a point.

CROSS-HAIR = Activates and reads the cross-hair.

ERASE = Erases the screen (immediately).

## **APPLICATIONS**

Presentation graphics

## IMPLEMENTATION DATE

Pre-1987

#### **PROGRAM**

VERTICAL SPACING 6

CRLF ON

MARGIN 10

FONT DUPLEX

HEIGHT 4

WIDTH 1.2

MOVE 5 95

TEXT JAPAN'S 6-POINT PROGRAM FOR QUALITY MANUFACTURING

MOVE 10 80

HEIGHT 2.6

WIDTH 1.6

TEXT CIRC() QUALITY AUDITS

TEXT CIRC() COMPANY-WIDE QUALITY CONTROL (CWQC)

TEXT CIRC() QUALITY TRAINING AND EDUCATION

TEXT CIRC() APPLICATION OF STATISTICAL METHODS

TEXT CIRC() QUALITY CIRCLE ACTIVITIES

WIDTH 1.2

TEXT CIRC() NATION-WIDE QUALITY CONTROL PROMOTIONAL ACTIVITIES

WIDTH 1

**MOVE 5 10** 

TEXT SOURCE: Q.C. TRENDS WINTER 1985, PAGES 22-23.

# JAPAN'S 6-POINT PROGRAM FOR QUALITY MANUFACTURING

- O QUALITY AUDITS
- O COMPANY-WIDE QUALITY CONTROL (CWQC)
- O QUALITY TRAINING AND EDUCATION
- O APPLICATION OF STATISTICAL METHODS
- O QUALITY CIRCLE ACTIVITIES
- O NATION-WIDE QUALITY CONTROL PROMOTIONAL ACTIVITIES

SOURCE: Q.C. TRENDS WINTER 1985, PAGES 22-23.